

NYPL RESEARCH LIBRARIES

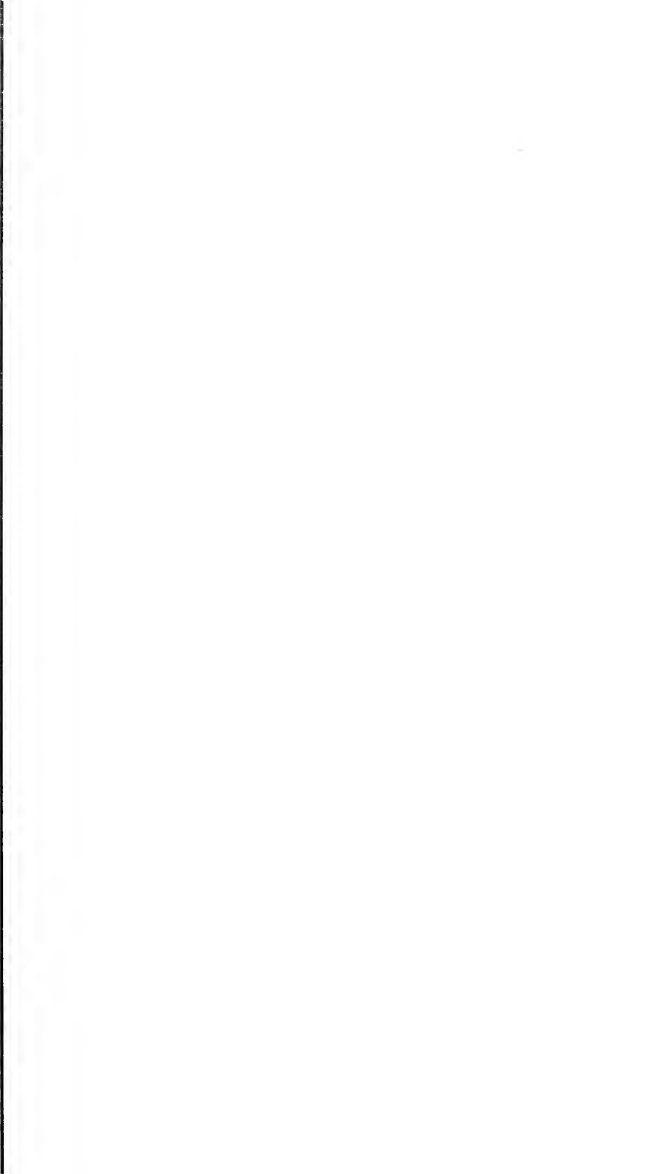


3 3433 08253179 3





Digitized by the Internet Archive
in 2007 with funding from
Microsoft Corporation





THE
COURT-GAMESTER:
OR,
FULL and EASY
INSTRUCTIONS

FOR

1144
Playing the GAMES now in Vogue,
after the best Method, as they are
Played at Court, and in the Assem-
blées; *Viz.*

OMBRE, PICQUET, and
the Royal Game of CHESS.

Wherein the Frauds in Play are detected,
and the LAWS of each GAME annexed,
to prevent Disputes.

Written for the Use of the Young PRINCESSES.

By RICHARD SEYMOUR, Esq;

The THIRD EDITION Corrected.

L O N D O N:

Printed for E. CURLL at the Dial and Bible
overagainst *Catherine-street* in the Strand,
M DCC XXII.

(Price 1 s. 6 d. Stitch'd ; 2 s. Bound)

10407
S 06

NEW YORK
PUBLIC LIBRARY
ASTOR, LENOX AND
TILDEN FOUNDATIONS
K L



THE
P R E F A C E.

GAMING is become so much the Fashion among the *Beau-Monde*, that he who in Company should appear ignorant of the Games in Vogue, would be reckoned low-bred, and hardly fit for Conversation.

Therefore I have taken the Pains to compile this little Treatise, in order to teach the Three Principal Games, *Viz.* OMBRE, PICQUET, and the Royal Game of CHESS.

I think the Method laid down is so plain and easy, that a Person of a very common Capacity may quickly learn these Three Entertaining Games.

First, As to OMBRE, this Game is variously played, according to the Humours of the Company, or the Stakes they play for; therefore, that the Reader may not be ignorant of any part of it, he will find it here described in all its Branches: And we have reduced it to Chapters, or Heads, that he may not be puzzled, by running from Article to Article, without Method.

It may be objected perhaps, that we enlarge in some Places upon Things that have been touched on before: But it must be considered, that this Essay is wrote in favour of those *who have no Notion at all of the GAME*; and to these, we conceive, nothing can be made too plain. Besides, it will be found, that we never speak of a Thing a *second time*, but where it has not been sufficiently explained *before*.

As

The Preface.

v

As for those who have already *some Notion* of the *Game*, this easy Method will soon make them *Masters of it*.

They who play it *Well*, will find the Rules here laid down so exact, and with so much Justice, as readily to decide those frequent Disputes which happen about the *Laws* of the *Game*.

There is likewise, for the Use of Learners, a Table of all such *Games* as may with Prudence be played.

But because the *Terms* may sound a little barbarous to some Ears, and lest the Ignorant should think they are *Terms of Magick*, we have placed them all in a separate Table, with their Explanations.

Secondly, The Game of PICQUET is Taught, as it is now played in the best Companies: The Method is so easy, that I think nothing can be added here to explain it farther.

Thirdly,

Thirdly, The Royal Game of CHESS, which some maintain to be as Old as *Troy*, and that it was invented by the *Grecian* Captains, to divert their tedious Evenings, at the Siege of that Famous City: It requires *Art* and *Stratagem*, and agreeably relieves the Mind, when wearied with the Fatigue of Business.

In the Practice of this Game, a Person meets with a great many odd Events, which give the same sort of agreeable Surprize, that we are moved with at the happy Incidents in a Comedy. By the short Account we have given of it, any Person that once sees the Men placed upon the Board, may learn to play; but to be excellent in it, requires a suitable Genius, and good Observation.






THE
Court-Gamester.



Of the Game of O M B R E.

 HIS Game owes its Invention to the *Spaniards*, and has in it a great deal of the Gravity peculiar to that Nation. It is called *L'Hombra*, which in *Spanish* signifies Man: It was so named, as requiring Thought and Reflection, which are Qualities, peculiar to Man. To play it well, requires a great deal of Application; and let a Man be ever so expert, he will be apt to fall into Mistakes, if he thinks of any thing else, or is disturbed by the Conversation of those that look on.

ATTENTION and Quietness are absolutely necessary, in order to play well.
B There

2 *The Court-Gamester.*

Therefore if the Spectators are discreet, they will be satisfied with the Pleasure of seeing it play'd, without distracting the Gamesters.

WHAT I have said, is not to persuade any, who have a Mind to learn it, that the Pleasure is not worth the Pains: On the contrary, it will be found the most delightful and entertaining of all Games, to those who have any thing in them, of what we call *the Spirit of Play*.

THERE are many ways of playing *L'Ombre*; it is sometimes play'd with *Force Spadille*, or *Espadille Forcé*; sometimes two Persons, sometimes three, sometimes four, and sometimes five: but the general way is by three. Of this kind of Play we shall treat first; the rest we shall explain in their turns.

Of the Number of Cards.

THIS Game is play'd with forty Cards: You may buy from the Card-makers Packs made up on purpose for this Game; otherwise you may take an intire Pack, which consists of fifty-two Cards, and throw out all the Eights, Nines, and Tens, of the four Suits, which make twelve, there will remain forty, this is an *Ombre* Pack.

of

Of the Natural Order of the
Cards.

WHAT I call the natural Order of the Cards, is, their several Degrees when they are not Trumps.

THE Term *Trump* comes from a Corruption of the Word *Triumph*; for wherever they are, they are attended with Conquest.

OF Cards there are two Colours, *Red* and *Black*; the two Black are *Spades* and *Clubs*.

THE Order of *Spades* and *Clubs* is the same as in other Games, in a natural Descent: King, Queen, Knave, Seven, Six, Five, Four, Three, Two.

IT is to be observed, That the two black Aces are not reckoned in their natural Order of the Cards among their own Suits, because they are always Trumps; as we shall explain hereafter.

THE two Red Colours are *Hearts* and *Diamonds*, which in their Order are quite contrary to the Black; but this Difference is soon understood.

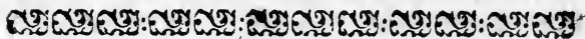
THE *King*, *Queen*, and *Knave* keep their natural Ranks, but the rest are quite revers'd, for the lowest Card still wins the highest.

4 The Court-Gamester.

To comprehend this at one Cast of an Eye, and to see every Card's Value, turn to this Table.

Black.	Red.
King	King
Queen	Queen
Knave	Knave
Seven	Ace
Six	Two
Five	Three
Four	Four
Three	Five
Two	Six
	Seven

Observe, that there are ten Cards in *Red*, and but nine in *Black*, by reason, as we have said before, the *Black* Aces, which are always Trumps, are not to be reckon'd.



Of the Order of Cards when they are Trumps.

IT is necessary to remember what was said before, that the two black Aces are always Trumps, let us play in what Colour we will: Thus whether Hearts, Diamonds, Clubs, or Spades be Trumps, the Ace of Spades is always the first Trump, and the Ace of Clubs the third.

THE Ace of Spades is called *Spadille*, or *Espadille*, the Ace of Clubs *Basto*

THUS

THUS the first and the third Trump are constantly fix'd, then the only Difficulty is to find out the second.

IT is to be observed, that whatever Colour we play, that which is the worst Card in its natural Order, (that is to say, when it is not Trumps) becomes the second Trump; as the Duce of Spades, when we play in Spades, is the second-best Trump, and is called *Manille*, and the Duce of Clubs, when Clubs are Trumps.

WHEN we play in *Red*, the Seven of Hearts, or Seven of Diamonds, is the second-best Card; that is to say, the Seven of Hearts when we play in Hearts, and the Seven of Diamonds when we play in Diamonds; and is likewise called *Manille*.

THERE are, as we have shewn, four *Manilles* upon the Cards; that is to say, two in red, and two in black: but they are never call'd *Manilles*, but when the Suits to which they belong are Trumps: as for Example, when we play in Spades, the Duce of Spades is *Manille*; if in Clubs, the Duce of Clubs; if in Hearts or Diamonds, it must be the Seven.

THERE is one Observation remains; that is, concerning the red Aces when we play in red, we must take Notice that they change their place.

6 The Court-Gamester.

THUS when we play in Hearts, the Ace of Hearts takes place of the King, and is the fourth Trump; as likewise does the Ace of Diamonds when we play in Diamonds; and are call'd *Puntos*.

BUT it must be rememb'ed, that 'tis only when they are Trumps that they are call'd by this Name; at any other Time they are only in that Degree that we have placed them in the foregoing Table.

FOR the better understanding the Nature of the Trumps, look at the following Table, where they are placed in their Order.

Black.	Red
<i>Spadille</i> , or the Ace of Spades.	<i>Spadille</i> , or the Ace of Spades.
<i>Manille</i> , the Duce.	<i>Manille</i> , the Seven.
<i>Basto</i> , or the Ace of Clubs.	<i>Basto</i> , Ace of Clubs.
	<i>Punto</i> , the red Ace.
<i>King</i>	<i>King</i>
<i>Queen</i>	<i>Queen</i>
<i>Knave</i>	<i>Knave</i>
<i>Seven</i>	<i>Duce</i>
<i>Six</i>	<i>Three</i>
<i>Five</i>	<i>Four</i>
<i>Four</i>	<i>Five</i>
<i>Three</i>	<i>Six</i>

THUS

THUS you may see by this Table, that there are twelve Trumps in Red, and but eleven in Black.



How the Trump is made at Ombre.

THE Trump at the Game of *Ombre* is not made by turning up a Card, as at some other Games.

BUT after the Cards are dealt, every one examines his Game, and speaks in his turn.

FOR Example, we will suppose that you are eldest Hand, and that you have for Game, *Spadille*, the *Duce* of Spades, (that is, *Manille*) *Basto*, the *Seven* and the *Three* of Spades; you will find upon Examination that you have three *Matadores* and two *Trumps*, which is a very good Game: we will suppose that the other two have no Game at all; you are to ask if they play, that is understood, if they play without taking in, which we shall explain hereafter. They answer, No: then you are to say, Spades are Trumps, and make your Discard accordingly. This is the Manner of making the Trump; what I say of the eldest Hand, is the same with the other two, when those that are to speak first, have said, *Pass*.

THUS

8 *The Court-Gamester.*

THUS the Trump is made by him who undertakes the Game, in whatsoever Suit he finds his Game the strongest.

BUT the Person that plays must always name the Trump, before he looks at the Cards he takes in; for if he should happen to turn them up, tho' he should not see them before the Trump is named, then either of the other two may name it; and he shall be oblig'd to play in that Suit, let it be what it will.

IF the *Ombre* should name two Colours at the same time; then the Person who sits at his Right-Hand shall chuse which of those two Colours he thinks fit, and the *Ombre* shall be oblig'd to play in that Suit.

IN this case the *Ombre* shall have the Liberty of looking at his Discard; and if he has put out any of that Suit which is nam'd for him, he may take them in again, provided the Cards he took in, are not join'd to the rest of his Game: if so, he has not this Liberty.

THE Person who undertakes the Game, is call'd the *Ombre*.

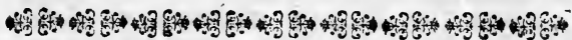
IT is necessary to be very exact in naming the Trump: for if, for Example, a Person that intends to play in Clubs, should shew three Cards that he puts out, a Heart, a Spade, and a Diamond, and say, you may know my Trump by what I put out, this
will

will not be good, and the others may name it, as if he had not spoke at all: For sometimes in that Case, a Man may put out a Trump to deceive others.

ALL these Formalities are grounded upon Reason, therefore Mistakes must fall to the Prejudice of him who makes them; because it is sometimes difficult to discern between Mistake and Design, and if these were permitted to be retracted, it wou'd give occasion to a great deal of unfair Play, therefore all Equivocations are disallow'd.

As wise Lawgivers only consider the Publick Good, and tho' sometimes the Innocent may suffer by the Severity of an Act, yet the greatest Evil must be consider'd and prevented.

IF after the *Ombre* has looked at the Cards he takes in, he recollects that he did not name the Trump; if the other two should forget to speak before him, he may name it then without incurring any Penalty.



Of the Matadores, and their Privilege.

THE Word *Matadore* in Spanish signifies *Murderer*; they are are so call'd because they never give Quarter.

THERE

10 *The Court Gamester.*

THERE are but three Cards that are properly call'd *Matadores*; these are *Spadille*, *Manille*, *Basto*, which are three principal Trumps in whatever Suit we play.

THE *Spadille* is always the Ace of Spades.

THE *Manille*, as we observ'd, is not fix'd, but changes according to the Colour we play in, as in *Red* 'tis the Seven, in *Black* the Duce.

THE *Basto* is always the Ace of Clubs.

THE Privilege of a *Matadore*, is, that it is not oblig'd to pay Obedience to an inferiour Trump; that is, that you are not oblig'd to play it, tho' a Trump lead: One Example will make this plain.

SUPPOSE I have in my Hand *Basto*, without any other Trump, and the Leader should play the King of Trumps, I am not oblig'd to play my *Basto*, but may put any other ordinary Card that is not a Trump.

HERE the King is inferiour to *Basto*; but if the Leader should play *Spadille* or *Manille*, there *Basto* must come down, if you have no other Trump; for every Card must pay respect to its Betters.

BUT you must observe, that *Spadille* must be the Card first play'd.

FOR Example, if I have *Basto* unguarded in my Hand, and am to play last; if
the

the Leader should play the King, and the second *Spadille*; here I am not oblig'd to play *Basto*, because *Spadille* did not lead.

ANOTHER Privilege of *Matadores*, is, that whoever has them shall be paid a Counter for each, from the other two Gamesters.

BUT it is only the *Ombre* that can be paid for *Matadores*, nor is he to be paid for any Number less than Three.

FORMERLY, if the *Ombre* was beasted, and the *Matadores* were in another Hand, he was oblig'd to pay to that Person who had them; but this is out of Use now.

So if I lose the Game with three *Matadores* in my Hand, I am to pay three Counters to each of my Antagonists.

HITHERTO we have only spoke of these three *Matadores*, *Spadille*, *Manille*, and *Basto*; but it must be observ'd, that those Trumps that immediatly succeed these, when they happen to meet in the Hands of the *Ombre*, usurp the Name of *Matadores*, and must be paid as such.

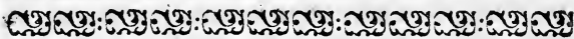
FOR Example, If I have *Spadille*, *Manille*, *Basto*, *Punto*, *King*, *Queen* and *Knave*; I have seven *Matadores*, and must receive seven a piece from my two Opposites: and if the *Duce* and *Three* should be join'd to these, they make nine, and I must be paid accordingly.

THERE

12 *The Court-Gamester.*

THERE can be no *Punto*, when we play in either of the black Suits; because the Aces, which are the *Puntos* in *Red*, in *Black* are otherwise distinguished.

THUS when the *Ombre* wins his Game, he must be paid for his *Matadores*, whatever Number he has; if he loses he must pay others, still observing that these *Matadores* must be Sequents, otherwise they are not to be paid at all.



Of the Manner of Disposing the Game.

THERE is no Necessity for marking up your Game at this Play, because every Deal decides the Game; however Counters must be used instead of Money, to mark the Stakes you play for.

You must distribute to every Player a certain Number of Fish or Counters; suppose nine Fish, and twenty Counters to each.

A FISH is a Counter made in the shape of a Fish, to distinguish it from the other Counters, and is generally made to be worth ten Counters.

THE next thing to be settled, is the Price of your Counters, which must be according

according to the Sum you intend to play for, as a Crown, Half a Crown, a Shilling, or Sixpence each.

THE Deal is settled thus: One Person taking the Pack, turns up a Card in the middle of the Table; and afterwards gives a Card a-piece round, and whoever has the highest Card of that Suit which lies in the middle, is the first Dealer. Another way is, by giving Cards round, and whoever has the first black Ace, deals first.



Of the Manner of Dealing at Ombre.

WE have explained to you the Value of a Fish; now you are to lay down one a-piece before the Deal begins.

AFTER the Dealer has shuffled the Cards, he must lay them down to be cut by the Person on his left Hand, and then deal, by giving first to the Person on his right Hand.

THIS way of Dealing is peculiar to this Game; at all other Games you begin at the left.

THE Dealer is to give three, and three round, till he has dealt nine a piece. *Note,* That if he should by mistake, or otherwise

14 *The Court-Gamester.*

give the Cards in any other manner, he will be obliged to deal again.

WHEN he has thus dealt, there will be thirteen Cards left, which he is to lay down at his right Hand. If you should all pass (which often happens) then every one is to lay down a single Counter, and the next Person deals.

THE Counters laid down for your Passes, are not to be mix'd together; but every one lays his own just before himself: the Reason of this is, that if there be any wanting, it may be decided without any dispute, who has omitted laying down.

SUPPOSE the Person at the Dealer's right, that is, the eldest Hand, has a good Game, he asks this Question, Do you give me leave, or do you play without taking in? If they have bad Games, they answer, Pass.

THEN he discards two, three, or more Cards, according to the Strength of his Game; and taking up the Remainder of the Pack, he serves himself with as many Cards from thence as he has laid out; then laying his Discard at his left Hand, where the Pack lay before, he places the Remainder in the middle of the Table, still remembering to name the Trump before he takes in.

THE meaning of this Formality is, that whenever the Cards lie at a Man's left hand, you

you know by that, that he is to play first, and to be the next Dealer.

IF in dealing the Cards, there happens to be one faced, the Dealer is to go on without interruption; unless it happens to be a black Ace, in which Case he is obliged to deal again.

BUT if the Dealer should turn one of the Cards, then it is at the choice of him it belongs to, either to receive it or make him deal again; unless it is a black Ace, then it is a Rule that the Cards must be dealt again.

IF there happens to be a great many Cards faced, they must be dealt again.

IF the *Ombre* plays *Sans-prendre*, and there happens to be a Card faced in the Stock, the Deal is to go for nothing.

IF the Dealer should give ten Cards, either to himself or any other, he must deal again, if they demand it.

BUT 'tis otherwise in respect of the other two; for they may play, tho they have ten Cards dealt them, provided they declare it before they take in: in which case they are obliged to lay out one Card more than they take in; for if they have ten Cards after they have taken in, they are beasted, and so they must be likewise, if they should take in without declaring they have ten Cards.

16 The Court-Gamester.

As to those who pass with ten Cards in a Hand, 'tis differently played; with some it is a Beaste, with some it is not.

WHEN a Man at the sight of his Cards sees nothing good in his Hand he is apt to examine no farther; therefore I think it a little severe to be beasted only for not telling one's Cards.

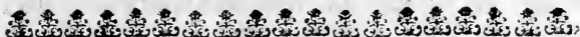
THE *Spaniards* play it with so much Severity, that if a Man should say, *I have ten Cards, I pass*, he is beasted; but we play more like Christians.

THEREFORE the Custom is now, and I think it is the most equitable way, that a Man is never beasted, unless he has ten Cards after he has taken in.

If the Person that has ten Cards dealt him, has a mind to play *Sans prendre*, he must shuffle his Cards, and one of the others shall draw one of the Cards out at hazard, and lay it amongst those which they discard.

THE Rules we have laid down for ten Cards, are the same with eight, because the Reason is the same

HE that has but eight Cards, and would play *Sans prendre* must win with eight Cards enough for his Game: If he takes in with eight Cards, he may take in one Card more than he lays out.



Of the Manner of Playing
Sans-prendre.

TO play *Sans-prendre*, is to play without discarding; for which you must have a Game, by which you may propose to win five Tricks.

IF the *Ombre* wins his Game when he plays *Sans-prendre*, he is to receive three Counters a-piece from each of the others.

IF he loses it, he must pay then three Counters a-piece, for in all things there must be an Equality between the Loss and the Gain.

OBSERVE that the *Sans-prendre* and the *Matadores* must be asked for, before the Cards are cut for the next Deal; for after that, no Demand can be made.

BUT 'tis otherwise concerning the *Beaste*, which may be demanded at any Time, while you are playing the next Deal.

THE Meaning of this is, that the *Beaste* belongs to the Board, and the others are paid immediately to the Gamesters.

IF it be the eldest Hand that plays *Sans-prendre*, he only names his Trump, and the rest make their Discards, as we have said before.

18 *The Court-Gamester.*

fore. If he has an Infallible Game, as for Example, five *Matadores*; he may shew them upon the Table, and that is sufficient without naming the Colour.

IF the eldest Hand should ask the Question, *Do you give me leave?* and one of the others intending to play *Sans-prendre*, answers, *No, you must do more*: In this Case he is not allow'd to discard, but still has the preference of playing *Sans-prendre*, as being first.

BUT if the Eldest passes *Sans-prendre*, he who answered him is obliged to play so.

IF one should name his Trump without first having asked leave, he shall be oblig'd to play *Sans-prendre*, tho' he did not intend it.

BUT this Severity does not reach to the youngest Hand; because the other two must pass, before it is his Turn to speak.

IF before the eldest Hand has spoke, either of the other two should discard, and without asking leave, name a Trump; if he has not seen his Cards, the eldest Hand may oblige him to play *Sans-prendre*, or keep his preference of playing so himself, or else ask leave, as he shall think fit: If he has seen the Cards he takes in, he may either oblige him to play, or have the Cards dealt over again; for the eldest Hand must not lose his Preference.



Of the Manner of Discarding.

WHEN the *Ombre* plays *Sans-prendre*, it is very easy for the other two to discard: He that is first may take eight or nine; but those that understand the Game, take care to discard so, that the Game should not be divided.

THEREFORE when the *Ombre* does not play *Sans-prendre*, he that discards next to him, ought not to go to the bottom of the Cards, unless he has a *Matadore*, or else some strong Trumps with Kings.

WHAT I mean by going to the bottom, is, that he ought to leave at least five Cards to him that takes last; otherwise he will spoil all, by dividing the Trumps, which is a sure way of giving the Game to the *Ombre*.

THEN it lies upon the Discretion of him who discards next to the *Ombre*, to judge whether he has a Probability of winning three or four Tricks; otherwise he should leave five Cards to the last, as I have said before.

THERE-

20. *The Court-Gamester:*

THEREFORE I do not think a *Matadore*, without any other Trumps, or Kings, a Pre-
tence for taking in a great many Cards: when
this happens, the five Cards should be left to
him who is to discard last.

IT is to be considered, that the two who
play against the *Ombre* are in the Condition of
Partners at Whisk, and are to assist each other
all they can.

I SAID before, that he who goes to the
bottom of the Cards shall propose to win
four Tricks; I don't mean by this, that he
should have four, as sure Tricks, as if he
were *Ombre*, for that scarce ever happens: all
that I mean, is, if he has a good Appearance;
for the third Person is to assist him in making
the *Gano* of his Kings, and forcing the
Trumps of the *Ombre*.

IF the *Ombre* does not play *Sans-prendre*,
he discards first, the Person upon his right
next, and so the third; if he plays *Sans-
prendre*, the Discard is to begin at the right,
and so on.

IN Discarding there is no regard had to
the eldest Hand, but after the *Ombre* it goes
on to the right.

THE *Ombre* should be very attentive in
observing how the others discard, and
remember which of them takes in most
Cards, for he may judge by that where the
Strength of the Game against him lies: In
this

this case, if he finds he is not strong enough to win five Tricks, he must endeavour to give two Tricks to him whom he judges the weakest of the two.

IF after they have all taken in, there should be a Card left, he who discarded last may see it, if he pleases; in which case, all the rest have the same Liberty: but if he does not, and either of the other two should look at it, that Person is beasted.

IF one of the Gamesters should take in a Card more than he lays out, he is not beasted for this: if he has not look'd at his Cards, he is to return the last Card.

IF they are mix'd with the rest of his Cards, one of the other two shall draw a Card at Hazard out of his Game, and put it into the Stock.

IF he should take one too few, it is much the same thing; if the Stock is still upon the Board, he may take a Card; if they are all taken in, he must draw one by chance out of the Discard.





Of the Manner of Playing the Cards.

WHEN all have discarded, the eldest Hand plays first. After that, whoever wins the last Trick, plays next, as it is practised at all other Games.

AND, as I observed, that you deal at this Game contrary to all other Games, you play so too; the Play always takes its *Tour* from the Right.

IF you have not a Card of that Suit which leads, you are not oblig'd to play a Trump, but you may do it for the Convenience of your Game.

WHEN one of those that defend the Stake demands *Gano* of his Comrade, he ought to give it if he can.

THE Meaning of *Gano* is, *Let it pass*; so that he who demands *Gano*, may be supposed to have the best Game, and the other should pass the Trick to him.

FOR Example, If the *Ombre* should play a Spade, and one of those that defend the Stake should play the Queen, and say *Gano*, or *Gano del Re*, his Comrade ought not to play the King; but in this case he ought to have a small Spade in his Hand, otherwise he must play the King, upon the pain of being beasted.

IF after one has call'd *Gano*, his Comrade seems to hesitate, or make a Difficulty of it; he may call to him three times very earnestly, *T no mas Gano si se puede*; which is, *You must let me have it if you can.*

IT must be observed, that the Formality of the Game is such, that no Terms must be made use of but these; all Words that are equivalent are forbid: But *Gano* must never be demanded, but to defend the Stake; for he that should call it with a design to win *Codille*, would be answer'd in *Spain*, *No se deve por Dios*; which is, *It is not lost*, by *G—d.*

WHEN one of those who defend the Stake, raps his Hand upon the Board in delivering his Card; it is to be understood as a Signal to his Comrade to play a high Trump to force out the *Ombre's* Trumps. *Note*, That this is not held unfair, for this Game allows it.

FORMERLY, if a Man play'd out of his turn he was beasted; but at present it is not so, unless it is so agreed.

IF you should separate one Card from the rest of your Game, so that the *Ombre* should see it, he may if he pleases, oblige you to play it; provided that in Playing it you do not make a *Renounce*.

As it is of great consequence in this Game to know the Number of Trumps, and how

24 *The Court-Gamester.*

how many are out; every one has the liberty of examining his own Tricks, and those of others: This is permitted on all sides, as often as any shall think fit, tho' there be no Trump played.

If the Pack should not be true, the Game goes for nothing, if it be discover'd in playing the Cards; but if it be not found out till after the Game is played, it stands good.



Of the Beaste.

THE *Beaste* is made whenever he who undertakes the Game, (that is to say, the *Ombre*) does not win.

To win the Stake, the *Ombre* ought to make five Tricks.

EXCEPT five Tricks are divided betwixt his two Opponents; that is, when one wins three, and t'other two; in this case four Tricks are sufficient.

HE is likewise beasted, who plays with more or less than nine Cards.

A MAN is beasted that makes a *Renounce*; but it is not a *Renounce*, when one by surprize has thrown down a wrong Card upon

upon the Table: even when the Person who wins the Trick, has play'd again for a second Trick, if he has not folded up the first, he who play'd wrong, may recover his Card, and play again; but after the Trick is folded up, it is too late, and he must submit to the *Beaste*.

WHEN one finds out that another has *Renounced*, and that it is a Prejudice to his Game, he may oblige every one to take their Cards back, and play over again, beginning with that Trick where the *Renounce* began.

BUT if the Deal be finish'd, the Cards must not be play'd over again.

IF one should *Renounce* several times in one Deal, he suffers a *Beaste* for every *Renounce*.

ALL the *Beastes* that are made in one Deal, must lie together upon the Board, and be play'd for the next.

IF one should be *Beasted* for playing with ten Cards, and the *Ombre* for not winning his number of Tricks; these are two *Beastes*, which, with the Stake upon the Board, make three Stakes: and they are to be laid together, and play'd off the next Deal, unless they are separated by Agreement.

HE that makes many *Beastes* in one Deal, may put them all to one Stake if he pleases, and the others cannot hinder him.

26 *The Court-Gamester.*

HE that in taking his Cards from the Stock, should, by letting a Card drop, or otherwise, shew one, is beasted.

OBSERVE, that all *Beastes* that are made, of whatever nature they are, must be of the same value with that which the *Ombre* is to take up, if he wins, whether it consists of one, two, or more Fish: Therefore those Gamesters who play with Caution, take care of suffering by Oversight; and after they take in the Cards from the Stock, always tell them before they look at them, lest they should have more or less than nine.

OBSERVE also, that the Tricks may be variously divided, according to which one either saves or makes a *Beaste*.

THERE are but two Ways for the *Ombre* to win, which we have spoke of already: now we are enumerating how many Ways he may lose, or be Beasted.

WHEN the Players win three Tricks a-piece, the *Ombre* is beasted; and this is what is call'd the *Remise* by three.

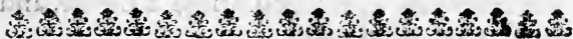
WHEN the *Ombre* wins four Tricks, and one of those that defend four Tricks, the *Ombre* is likewise beasted, and this is also call'd, *Remise*, *Risposte*, or *Repueste*.

THEREFORE he who defends the Stakes, and has not a Game by which he
may

may almost depend upon winning at least three Tricks, should avoid winning above one; but assist his Comrade in getting four Tricks, in order to beaste the *Ombre*.

WHEN there are many *Beastes* upon the Board, that which was laid down first, is to be taken up first; afterwards, that which is of the highest Value.

WHEN the *Ombre* makes but four Tricks, and one of the Defendants five; or when the *Ombre* makes but three Tricks, one of the others, four, and the third, two, the *Ombre* is beasted; and he who wins more Tricks than the *Ombre*, takes up the Stake: and this is what is called winning the *Codille*, of which we shall treat by itself.



Of the *Codille*.

THE *Codille* is, when one of those who defend the Stake, wins more Tricks than the *Ombre*; in this Case the *Ombre* is not only beasted, but he who wins *Codille*, takes up that Stake which the *Ombre* play'd for.

HE who aspires at *Codille* should play with Honour, and as I observ'd before, never demand *Gano*, when he is sure of win-

28 *The Court-Gamester.*

ning four Tricks; but as there is no Penalty in this Case, all the Defence we can have against such People, is to play with them no more.

IF the *Ombre* should demand *Gano*, tho' it were to hinder the *Codille*, he is beasted.

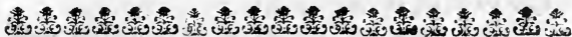
SOME, as soon as they have discarded, and seen the Cards they take in; if they find a very bad Game, will give it up and yield themselves beasted, in order to prevent the *Codille*: but this does not seem fair; and as it is no Part of the Game of *Ombre*, there is no Rule provided in this Case: however, it is never done among those who would value themselves upon their good Manners.

THEREFORE in Honour, I think there is but one Way of disappointing a *Codille*, and that is by good Play.

WHEN it happens that one of the Gamesters by his Play may either give the *Ombre* his Game, or give the other the *Codille*, he should chuse rather to give the *Codille*, and let the *Ombre* be beasted: the Reason is, that when the *Ombre* wins, he robs the Board of the Stake; but in the other Case he lays one down, for that which the *Codille* takes up.

IF he who aims at *Codille*, should call *Gano* at his fourth Trick, when he is sure of a fifth, he ought not to draw the Stake; and

and upon such Occasions, I have often seen when it has been left; but as I said before, there being no Law for it, it depends upon the Honour of the Gamesters.



*Of the Manner of Marking at this
Game.*

I HAVE observ'd before, that a Fish is generally valued at ten Counters, or sometimes twelve, just as the Gamesters please; but this Variety can never puzzle any Person. There are likewise other Degrees of Counters, some of which are valued at three Counters, some six, &c. which are contriv'd for the greater Ease of paying at Play; but we shall only speak of the Fish and Counters here, for 'tis but seldom that any other sort are used at this Game.

WHEN you begin to play, every one is to stake a Fish, placing it just before him; these are three Stakes, which are to be play'd for at three Deals: As for example, when the *Ombre* wins his Game, he takes up a Fish; if the *Ombre* wins a second Game, he takes up another; then there remains one upon the Board; the Person who is *Ombre* the third time, tho' he wins

30 *The Court-Gamester.*

his Game, takes up nothing, but plays to enrich the Board, and has only the Advantage of obliging the other two, to lay down a Fish each, without laying down himself; so that it may be said he plays upon the Prospect of future Gain.

BUT now we'll suppose it another way; as for Example, if he that is first *Ombre*, should be Beasted, then he is to lay down a Fish, which he is to place across one of those that lay upon the Board before: then it is call'd a double Stake, and will appear in this manner.

X

So if there should be three successive *Beastes*, there will be as many double Stakes, which must be all cross'd as that above.

WHENEVER the *Ombre* plays for a double Stake, if he loses his Game, he is beasted double.

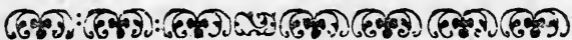
WHEN several *Beastes* happen in one Game, we have given directions already how they are to be disposed of.

You must observe, that the single Stakes must be play'd off before the double, in regard they were first laid down.

WHEN all have examin'd their Cards, and no-body undertakes the Game, that is, when all pass; every one must lay down a single Counter, and this as often as all pass.

WHEN

WHEN the Passes increase, and every one has a Number of Counters before him, as many of them must be put together as will make a Stake, either ten or twelve, according to the Value of a Fish; and this is to be done as often as the Passes increase to a Number sufficient for a Stake.



Of the VOLE.

WHEN one Person gains all the nine Tricks, it is call'd winning the *Vole*.

THE Advantage of winning the *Vole*, is, that he who is so happy as to gain it, sweeps the Board, let there be ever so many Stakes upon it.

BUT suppose there is but one Stake upon the Board, either double or single; in this Case, he who wins the *Vole*; gains double what lies upon the Table.

As for Example, if there be a Stake of two Fishes, and two Counters before each Player, which were laid down for the Passes, each of the other two shall pay him who wins the *Vole*, one Fish and three Counters, which makes the Stake upon the Board double: But, as I said before, if there be more Stakes than one upon the Board, he who
wins

32 *The Court-Gamester.*

wins the *Vole*, must be content with them; without receiving any thing from the other two Gamesters.

IF many *Beastes* were made in one Deal, which by Consent, or by him who made the last *Beaste*, are put together, this is but one Stake; and he who wins the *Vole*, shall have it made up double to him by the other two, as was hinted before.

IT is very difficult to win the *Vole*, and therefore it should never be undertaken but upon a very good Title; for he who once engages in it, is obliged to go forward.

WHEN the *Ombre* has won his five Tricks, and plays down one Card more, without saying any thing, he engages for the *Vole*, in this Case his two Adversaries have their liberty of shewing each other their Game, and consulting how to defend it.

IF he who undertakes the *Vole* should miscarry, the other two shall divide between them what lies upon the Board, but he shall pay them nothing; on the contrary, if he plays *Sans-prendre*, or has *Mata-dores* in his Hand, he is to be paid for them, tho' he takes up nothing.

WHAT I have said concerning the Advantage of winning the *Vole*, is not always fix'd, for sometimes it is a great deal more; but that depends upon the Humour of the Gamesters, and according as they agree to it before they begin to play.



Of the Continuance of the Game.

AS this Game requires a great deal of Application, it is necessary to set some Limits to the Continuance of the Play; therefore the Gamesters generally agree beforehand how many *Tours* or Stakes they will play, as ten, twenty, thirty, forty, more or less: After which, if any of them be disposed to leave off, he may throw up the Cards without Offence.

EVERY Stake you play, you set aside a Counter to mark the *Tours*, and so on, till they amount to the Number you agreed to play; but you must observe that a *Codille* is not to be mark'd as one.

AFTER you have played your Number of *Tours*, you may go on to the first *Beaste*, and this is often practised; but if any of the Gamesters should refuse this, you have no reason to complain of him.

IF one of the Gamesters, thro' Peevishness or for any other Cause, should throw up the Cards, before the *Tours* agreed upon are played out, he is obliged to pay, not only his own Losings, but likewise what either of the others lose, and the Cards.

THESE.

34 *The Court Gamester.*

THESE Rules are always practised among Persons of Honour; but when a Man finds himself engaged with two Sharpers, it will be no Wonder if he meets with other Usage.



Of the different Games that may be played.

NOTHING puzzles Beginners so much, as to know when they may venture to play, and when they should pass. To remove this Doubt as much as we can, I have mark'd down here all the small Games which a Man may venture to play.

THE general Rule is, that to undertake the Game, a Man should have three sure Tricks; for the most that can be expected from taking in three or four Cards, is to win two Tricks more; and as I have before observ'd, for the generality you must have five Tricks to win.

BUT when a Man is perfect Master of the Game, and can by his Address manage it so as to divide the Tricks between his Adversaries, he may venture to play a bold Game.

HERE is a *Detail* of the smallest Games that can be played: We'll begin with the black
Colours

Colours, *Clubs* and *Spades*; but I should first observe to you, that with the Three *M. tadores*, you are always to play in any Colour, therefore it is needless to mark them down as a Game.

Games in *Black* which may be played.

¹
Manille, the Duce.
Basto, the Ace of
Clubs.
King.
A small Trump.

²
Spadille, the Ace of
Spades.
Basto, the Ace of
Clubs.
King.
A small Trump.

³
Spadille, the Ace of
Spades.
Manille, the Duce.
King.
A small Trump.

⁴
Spadille, the Ace of
Spades.
Manille, the Duce.
1 Trump.
2 Trumps.

⁵
Spadille, the Ace of
Spades.
Basto, the Ace of
Clubs.
Queen.
Seven.

⁶
Manille, the Duce.
Basto, the Ace of
Clubs.
Queen.
1 Trump.
2 Trumps.

36 The Court-Gamester.

7
Spadille, the Ace of
 Spades.
King.
Queen.
Knave.
Seven.

8
Manille, the Duce.
King.
Queen.
Knave.
Seven.

9
Basto, the Ace of
 Clubs.
King.
Queen.
Knave.
Seven.

10
Manille, the Duce.
Basto, the Ace of
 Clubs.
Seven.
Six.
Five.
Four.

11
King.
Queen.
Knave.
Seven.
Six.
Five.

12
Spadille, the Ace of
 Spades.
King.
Five.
Four.
Three.

THERE are a Number of other Games upon the Cards, but it is impossible to enumerate all: However, by these you may judge what Games you may venture to go upon.

TAKE Notice, that all the Cards I name must be of the same Colour, except the black Aces.

OBSERVE, that a King is never to be put out, tho' of a different Colour, and it is held to be better than a small Trump.

Games which may be played in *Red.*

¹
Spadille, the Ace of Spades.
Manille, the Seven.
Punto, the Ace of Trumps in *Red.*
 1 Trump.

²
Basto, the Ace of Clubs.
Manille, the Seven.
Punto, the Ace of Trumps.
 1 Trump.

³
Spadille, the Ace of Spades.
Basto, the Ace of Clubs.
Punto, the Ace of Trumps.
 1 Trump.

⁴
Spadille, the Ace of Spades.
Manille, the Seven King.
Queen.

⁵
Spadille, the Ace of Spades.
Manille, the Seven.
Knave.
Three.
 A King.

⁶
Spadille, the Ace of Spades.
Basto, the Ace of Clubs.
King.
Queen.
Knave.

E

7 *Basto*

38 The Court-Gamester.

7
Basto, the Ace of
Clubs.
Punto, the Ace of
Trumps.
King.
Queen.
Knave.

9
Manille, the Seven.
Basto, the Ace of
Clubs.
King.
Queen.
1 Trump.

11
Spadille, the Ace of
Spades.
Basto, the Ace of
Clubs.
King.
1 Trump.
A *King*.

8
Manille, the Seven.
Punto, the Ace of
Trumps.
King.
Queen.
Knave.

10
Manille, the Seven.
Basto, the Ace of
Clubs.
Knave.
Duce.
Three.
Four.

Note, That the Directions we have given for playing in *Black*, are to be observed when you play in *Red*; but with this Difference, That as there are more Trumps

in *Red* than in *Black*, your Game should be something better when you play in *Red*, because there are more against you.

OBSERVE, that the Games we have mark'd here, are the smallest that can be play'd upon the Cards. There are an infinite Number of good Games, which we think needless to reckon up, because we suppose nobody will hesitate at a good Hand.

You must observe likewise, that you must have a better Game when you are to play second, than if you were to lead, or play last; for when you are thus hemm'd in, you'll find it very hard to disengage yourself, unless you have a good Game. This Disadvantage you'll soon find out by a little Play.

Thus we have drawn you up a Set of Games that may be play'd with discarding: Now we shall shew another Set, which may be play'd *Sans-prendre*.

(*spades*)
Games in *Black*, which may be play'd
Sans-prendre.

2 K 7 6 5 4 K 2 K A P	<p style="text-align: center;">1</p> <p>Spadille, the Ace of Spades.</p> <p>Manille, the Duce.</p> <p>Basto, the Ace of Clubs.</p> <p>King.</p> <p>1 Trump.</p> <p>A Renounce. in \diamond</p>		<p style="text-align: center;">2</p> <p>Spadille, the Ace of Spades.</p> <p>Manille, the Duce.</p> <p>Queen.</p> <p>Knave</p> <p>Two Kings.</p> <p>A Renounce. in \diamond or \clubsuit</p>	Basto K. 7 6 5 4 3 2 Kn. } \heartsuit
	E 2.		3. Spa.	

40 The Court-Gamester.

2
K
2
7
6
5
4
3
2
K
2
A

3
Spadille, the Ace of
Spades.
Manille, the Duce.
Basto, the Ace of
Clubs.
King.
Two Kings.

4
Spadille, the Ace of
Spades.
Manille, the Duce.
Basto, the Ace of
Clubs.
Three Trumps.
A Renounce. in ♠.

K
2
Kh
7
6
K
2
K
2

Sp.
K
2
7
6
5
4
3
2
K
2
A

5
Basto, the Ace of
Clubs.
Manille, the Duce.
Queen.
Knaue.
Two Trumps.
King. ♠

6
Manille, the Duce.
Basto, the Ace of
Clubs.
King.
Three Trumps.
A Renounce. ♠

Sp
2
K
2
7
6
5
4
3
2
K
2
A

Sp.
M
5
4
3
K
2
K
2
R
5

7
Basto, the Ace of
Clubs.
King.
Queen.
Knaue.
Seven
Six
A King. ♠

8
King.
Queen.
Knaue.
Seven.
Six.
Five.
A King. ♠

3
4
3
K
2
K
2

9 Spa-

m
B
K
5
3
K } ♥
2 }
K } ♣
2 }
 9
 Spadille, the Ace of
 Spades.
 King.
 Queen.
 Seven.
 Six.
 Four.
 A King. ♦

10
 Manille, the Duce.
 King.
 Queen.
 Knave.
 Seven.
 Four.
 A King. ♦
 A Renounce. ♣
Sp
13
6
5
3
K } ♥
2 }
K } ♣
2 }

Games in Red which may be play'd
 Sans-prendre.

P
K
2
Kn
2
3
K } ♥
2 }
K } ♣
 1
 Spadille, the Ace of
 Spades.
 Manille, the Duce.
 Basto, the Ace of
 Clubs.
 3 Trumps.
 A King. ♦

2
 Spadille, the Ace of
 Spades.
 Manille, the Duce.
 Basto, the Ace of
 Clubs.
 King.
 1 Trump.
 A King. ♦
P
2
Kn
2
3
4
5
K } ♥
K } ♣

B
K
Kn
2
3
4
5
K } ♥
K } ♣
 3
 Spadille, the Ace of
 Spades.
 Manille, the Seven.
 Punto, the Ace of
 Trumps.
 Queen.
 1 Trump.
 A King. ♦

4
 Manille, the Seven.
 Basto, the Ace of
 Clubs.
 Queen.
 Knave.
 2 Trumps.
 A King. ♦
Sp
P
K
4
3
2
K } ♥
2 }
K } ♣

42 The Court-Gamester.

5
Sp *Basto*, the Ace of Clubs.
m *Punto*, the Ace of Trumps.
Kn 3 Trumps.
 2 3
 K ♠
 K ♥
 A King. ♠
 A Queen guarded. ♥

6
Sp *Punto*, the Ace of Diamonds.
m King.
 8
 4
 5
 K ♠
 2 ♠
 K ♠
 2 ♠
 Queen.
 Knave.
 Duce.
 Threë.
 Six.
 A King. ♠

7
Sp *Manille*, the Seven.
K *Basto*, the Ace of Clubs.
Kn *Punto*, the Ace of Trumps.
 2 3
 K ♥
 K ♠
 2 ♠
 3 Trumps.
 A King. ♠
 A Renounce. ♥
 4 mat. *over*
 3 *K*

8
Sp *Spadille*, the Ace of Spades.
m *Punto*, the Ace of Diamonds.
 8
 Kn
 2
 3
 4
 K ♥
 K ♠
 2 ♠
 King.
 Queen.
 2 Trumps.
 A King. ♠
 Queen guarded. ♥

A GOOD Player will venture to play upon a weaker Game when he is to lead, or play last, than when he is second, as I observed before of Discarding.

Now I have laid down all the Rules of the Game of *Ombre*; but notwithstanding all my Directions, let a Person play with ever so much Judgment and Caution, he will often find himself disappointed in his

his Game; for Fortune will have a hand in small things as well as great, so that it is not to be expected that the best Gamesters shall always win; you may lose upon a very good Game, when all the Trumps that are against you, fall into one Hand; on the contrary, when they happen to be divided, you may win a very small Game. I once saw a very good Player that lost a Game with four *Matadores* and three *Kings*: You must imagine the Cards must be very strangely disposed; for it happened that the eight Trumps which were against him (I say eight, for he played in *Red*) were all in one Hand; so that his Kings being all trumped, he won but four Tricks. you could
more

I THINK I've said all that can be said upon the Subject of *Ombre*; I've laid down all the essential Parts of the Game, so that any Person may teach himself to Play, who will take the Pains to peruse this Book. But as there are frequent Disputes arise at *Ombre*, and People are seldom satisfied with the Judgment of the Standers-by; I have placed at the end of this Treatise a Table of all the Rules and Articles of the Game; which will decide all Disputes very impartially.

Now we are only to speak of the different sorts of *Ombre*.



*Of Force Spadille, or Espadille
Forcé.*

THIS Manner of playing at *Ombre* may be diverting enough where People play for nothing, because *Beastes* happen almost continually, and the *Codille* is often won when 'tis least expected; but where People play for Money, 'tis quit different: For *Ombre*, which is a Game of Art and Judgment, when it is thus played, degenerates into a Game of Chance, and Conduct can be of no use to a good Player, who finds *Spadille* in his Hand very ill attended.

IT is played like the Game at *Ombre* we have described; every one speaks in his turn, and if all pass, then he who has *Spadille* in his Hand is obliged to play, let his Game be never so bad; therefore when the others have pass'd, he has nothing to do but to Name his Trump, and to discard.

BUT he who has *Spadille* may pass, to see if either of the other Two will take him out of his Pain, and Play; if they do not, he must, as is said before.

WHEN all pass, and no-body owns *Spadille*, the Cards that are left must be examin'd; and if it be not in the Stock, it must be
be

be in some Hand : In this Case, he who has it, and did not own it, incurs a *Beaste*, and the Deal is not to be played, because the Cards were seen.

THIS is all that can be said of this sort of *Ombre*, which is seldom play'd for Money, because indeed it spoils the Game.



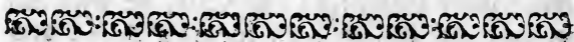
Of Gascarille.

THIS is a new Way of playing at *Ombre*, and is seldom Practis'd but where People play for Trifles. The Method of it is thus : When all have pass'd, one Person declares to play *Gascarille* ; then that Person lays out eight Cards, and after having taken in, and examined his Game, he names the Trump of that Suit in which he is the strongest.

SOMETIMES he who plays *Gascarille* lays out all nine ; and observe, that he is obliged to lay out at least eight.

IF he wins his Game, he is to receive three a-piece for *Gascarille* ; if he loses it, he pays them three a-piece.

HE pays, or receives, for *Matadores*, as at the other Games of *Ombre*.



Of the WHIM.

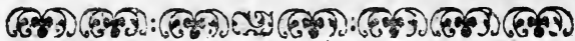
THIS is another odd Way of playing at *Ombre*, and seems to be invented for Variety-sake; it is thus:

WHEN all have pass'd, one declares to play the *Whim*; that Person is to turn up the Top-Card of the Stock, and whatever Suit that happens to be of, is his Trump, and he is obliged to abide by it.

THEN he discards, and takes in what Number he pleases, and the Card turn'd up must be one of them,

THE Person who plays thus, if he wins his Game, receives nothing for playing the *Whim*, nor pays any Thing if he loses it.

HE pays, or receives, for *Matadores*, as at the other Games of *Ombre*.



Of Ombre played by Two.

O*M B R E* may be play'd sometimes only by Two; but it is a Way of Play that has very little in it to divert: Nevertheless it is sometimes play'd for want of a third Person,

son when the People don't know how to dispose of themselves. It may be of some use to teach Beginners how to discard and play the Cards.

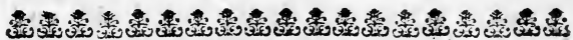
IT is play'd exactly in the same manner with the other *Ombre*.

FIRST you must take an intire Suit out of the Pack, either *Diamonds* or *Hearts*, it is indifferent which; then there will remain thirty.

You are to deal eight Cards a-piece, beginning with three and three, and last of all with two a-piece; when this is done, there will remain twelve in the Stock, out of which the *Ombre* is to take as many as he pleases, the other may take the rest.

WHEN the Trump is named, you are paid for *Matadores*, and lay down for your Passes here as you do at *Ombre* with three, and in every respect it is just the same.

THE *Ombre* is to win five Tricks to gain the Stake: When the Tricks are divided by four a-piece, it is a *Remise*; if he who defends wins five Tricks, he wins *Codille*.



Of *Ombre* played by Five.

O M B R E play'd by Five is very entertaining when 'tis play'd as it should be: It is different from *Ombre* by Three, in many

48 *The Court-Gamester.*

many Things; and some think it more entertaining, because it does not require so much Attention. The Manner of playing it, is as follows:

FIRST you are to settle the Deal in the same manner as at *Ombre* by Three; then every one Stakes down a Fish: The Dealer is to give eight Cards a-piece, dealing them first by three and three, and then by two a-piece: By this you will find there can be no Discard, because the Cards are dealt out.

WHEN the Cards are dealt, every one speaks in his turn, the eldest Hand first, and so on.

THEY ask leave at the Game, in the same manner as at *Ombre* by Three; and tho' there are no Cards left to take in, the Term *Sans-prendre* is used, which we shall explain presently.

IF the four first pass, the youngest Hand is obliged to play, let his Game be never so bad.

THE *Ombre* is obliged to win five Tricks, otherwise he is beasted.

THUS when the Cards are dealt, and one upon his Examination finds he has a good Game, he asks leave, the rest pass; then he names the Trump, and calls in a King to his Assistance: The Person who has the King in his Hand which he calls upon, is to assist him like a Partner.

IF betwixt them both they can make up five Tricks, the *Ombre* wins; then he takes two Fish, and the Auxiliary King takes one.

IF the Number of Fish to be taken up should be even, they are to be equally divided betwixt them.

IF they win but three Tricks, it is a *Remise*; then the *Ombre* is to lay down two, and the Auxiliary King one.

IF they win but three Tricks, they lose *Codille*; in which case the three Defendants are to take up a Fish each.

OBSERVE, that the youngest Hand, who (as I said before) is obliged to play when the rest have past, may call in a King to his assistance.

HE who has a Game strong enough to play *Sans prendre*, may name his Trump after those who are elder in play have spoke.

To play *Sans-prendre* is to play single, without calling in a King to your assistance.

HE who plays *Sans-prendre*, must alone win five Tricks, or be *beasted*; and observe, that the other four are all to join against him.

IF he who plays *Sans-prendre* wins, he is to receive three Counters from each of the others, for playing *Sans-prendre*; if he loses, he pays them as much.

50 *The Court-Gamester.*

IF he has three *Matadores*, he is to receive three a-piece from each of the other Gamesters; but if he should have five, six, or seven, he is to be paid for no more than three.

OBSERVE, that the *Ombre* is beasted when he does not get his five Tricks, tho' the rest of the Tricks should be so divided that none of his Opposites should win more than two; and it is the same when the *Ombre* plays with the Assistance of a King.

WHEN the *Ombre* wins the *Vole*, he takes all that lies upon the Table, let there be ever so many *Beastes*, and he is to receive a Fish from each of the others for the *Vole*.

IT has been said before, that when you begin to play, every one is to lay down a Fish, which in all makes five Fishes; he who is *Ombre* the first time is to draw but two, and leave three for the last Stake.

AND when I said before, that the *Ombre* who plays with the Assistance of a King, was to draw two Fish, and the King one, it was supposing they played for the last Stake; if for the first, they are to draw but one a-piece.

OBSERVE, that when the Defendants win *Codille*, and there are four or five Fish to be taken up, they must first take
one

one a-piece, then he of the three who had the strongest Trump takes up another. If after this there should remain another, he of the other two who has the best Trump shall take it.

AND because this Game is very quick, and a great deal of Money may be lost; in Companies that are not disposed to play for much Money, they lay aside their Fish, and only use their Counters, and lay down two or three Counters for a Stake just as they agree.

WHEN the *Ombre* with his Auxiliary King is beasted the first time, and the Defendants win *Codille*, they are to draw one a-piece; yet the *Ombre* with his Partner shall be beasted but in two, that is, one a-piece, which shall be added to the two that remain, and be played for at once, the next Deal.

WHEN the *Ombre*, who plays with the assistance of a King, wins the *Vole*, the Defendants shall pay him a Fish a-piece, if they play with Fish; if not, ten Counters, unless they otherwise agree: And in the case of a *Vole*, if the number of Stakes to be drawn is unequal, the Auxillary King shall have the Benefit of the odd one; but in all cases except that of a *Vole*, the odd one goes to the *Ombre*.

52 *The Court-Gamester.*

THE *Vole* may be undertaken without any Hazard at this Game, for he that fails, incurs no Penalty.

THE *Ombre* is always boasted as much as he should take up if he were to win, except in the case of the *Codille*, which we hinted before.

MATADORES are not paid unless they are three, nor then if they are not in one Hand: If the *Ombre* has them, he is only to be paid for them, and the King his Ally receives nothing.

ON the contrary, if the King has them, he is only to be paid, and the *Ombre* is to receive no part of the Profit.

AND by the same Rule he who has the *Matadores*, when they lose the Game, pays the Defendant, and his Partner is to bear no share in that Loss.

THE most entertaining Part of this Game is, when the King who is called for assistance, does not discover himself; this so puzzles the *Ombre*, that frequently he favours another for his own King: his Mistake sometimes is not discover'd 'till the End of the Deal, which proves a great Diversion where People are not much concerned for the Stakes they play for.

HE that has the King called upon, whenever he is to lead, should play Trumps; and the Reason is, that the Trumps being divided

ded into five Hands, they can have but few a-piece, and he is to presume that the *Ombre* has the most: this is held the best way of favouring the *Ombre*, who when his Adversary's Trumps are all out, may make his Kings, or small Trumps.

HE that renounces, is beasted.

IF the Cards are dealt wrong, they must be dealt over again, but it is no Penalty.

THIS is all that concerns the Game of *Ombre* by five; if any Difficulty or Dispute should arise, you are to observe the same Rules that are observed at *Ombre* by three.

AND you must take notice that the Rules of *Ombre* are the same, whether it be *Ombre* by five or by two, or *Espadille Force*, only with these Differences that we have explained; so that the following Table will serve for all.

I CAN only say, that by these Directions any Person may learn to play, but I cannot promise them that they shall play well, for that must depend upon Genius and Experience.





A TABLE of the *Terms* peculiar
to the Game of OMBRE.

1. *To go to the Bottom.*

*** HAT is, when he who takes in
* T * next to the *Ombre*, takes so many
*** Cards, that he does not leave five
to him who is to take in last.

2. *The Basto.*

Is the Ace of Clubs, which is always the
third Trump, in whatsoever Suit you
play.

3. *The Codille,*

Is, when one of those that defend the
Game against the *Ombre* wins the Stake.

4. *To name the Trump,*

Is when the *Ombre* says, I play in *Hearts,*
Diamonds, Spades or *Clubs.*

5. *The Discard,*

ARE the Cards laid out, which are always
to be placed at the right-hand of the Dealer.

6. *Spa-*

6. *Spadille or Espadille,*

Is the Ace of Spades, which is always the first Trump, in whatever Suit we play.

7. *Espadille Force or Forced Espadille,*

Is, when it is agreed before you begin, that he who has *Spadille*, shall be obliged to play, if the rest will not.

8. *To force the Ombre,*

Is, when he that plays before the *Ombre*, plays a high Trump, in order to force the *Ombre* to put a higher to win it.

9. *The Gano,*

Is as much as to say, Pass it, or leave it to me.

10. *Ombre.*

Is not only the Name of the Game, but also the Person who names the Trump and plays; for the Stake is called the *Ombre*.

11. *Manille,*

Is either the Duce in Black, or the Seven in Red, and is always the second Trump.

12. *Matadores;*

THE three principal Trumps are so call'd, which are *Spadille*, *Manille*, *Basto*.

13 *Mata-*

56 The Court-Gamester.

13. Matadores *Single*,

Is when they are to be paid single; for Example, when you are to be paid but one Counter for each.

14. Matadores *double*,

Is when you agree to pay two a-piece for *Matadores*.

15. *Falſe* Matadores,

Two *Matadores* without the third, are ſo called, but are never paid.

16. Punto,

Is the Ace of Hearts, when Hearts are Trumps; and the Ace of Diamonds, when Diamonds are Trumps.

17. Sans-prendre,

Is to play without Discarding, or taking any in.

18. Sans-prendre *Single*,

Is when you are to receive but three Counters, for playing *Sans-prendre*.

19. Sans-prendre *Double*,

Is when you agree to pay Six for playing *Sans-prendre*.

20. Remiſe,

Is when the Ombre is Beated, and nobody wins. Codille.

21. *Remise by three.*

Is when the *Ombre* is Beasted by your winning three Tricks a-piece.

22. *To Renounce,*

Is when you don't follow Suit, and have some of that Suit in your Hand.

23. *To make Ronounces,*

Is when in discarding, you lay out an entire Suit, to be able to Trump a King.

24. *Repuesta, Reposte,*

Is the same thing as *Remise*.

25. *The Stock,*

ARE the Cards that are left, which you take in after, and Discard others.

26. *The Tours,*

ARE the Number of Deals you agree to play, but remember that a *Pass*, or a *Codille*, is not reckoned for a *Tour*.





*The Laws relating to the Game of
Ombre.*

♣♣♣ ♠♠♠ IF the *Ombre* forgets to Name his
♣♣♣ I ♠♠♠ Trump, and has looked at the Cards
♣♣♣ he took in, one of the others may
Name it for him.

II.

IF the two Defendants should speak both together, and one name one, and the other another Suit; you must play in that Suit which was named by him who sits upon the right-hand of the *Ombre*.

III.

WHEN the *Ombre* forgets to Name his Trump, or Names one Suit for another by Mistake, he may take in his Discard again, provided the Cards he took in from the Stock are not mix'd with the rest of his Game.

IV.

IV.

THO' the *Ombre* has seen his Cards, if he prevents the others, and Names a Trump before them it is good.

V.

THE *Ombre* must be very exact in naming his Trump.

VI.

You are not obliged to play a *Matadore* upon a small Trump, and may *Renounce* if you have not an inferior Trump.

VII.

A Superior *Matadore* forces and inferior, if you have no other Trump to play to it.

VIII.

You cannot *Renounce* with any Trumps in your Hand, except the three *Matadores*.

IX.

A Superior *Matadore* does not force an inferior, unless it leads.

X.

MATADORES are not to be paid, unless they are in the Hands of the *Ombre*.

XI.

YOU cannot demand to be paid for *Mata-dorès*, or *Sans prendres*, after the Cards are cut for the next Deal.

XII.

THERE is no time prescribed for the *Beaste*, and it may be taken while the next Deal is playing.

XIII.

THE Cards must be dealt no way but by three and three.

XIV.

IF one of the black Aces be turned up in Dealing, there must be a new Deal.

XV.

IF the Card seen be any thing but a black Ace, the Deal is good.

XVI.

WHETHER the Dealer, or another, turns the Card, it is the same Thing.

XVII.

IF a great many Cards are turned up in dealing, they must be dealt again.

XVIII.

XVIII.

HE that has ten Cards dealt to him, cannot play.

XIX.

HE that has but eight Cards dealt to him, cannot play.

XX.

HE that has eight or ten Cards dealt to him, may play; if he gives notice that he has many, or too few.

XXI.

HE that passes with ten Cards in his Hand, is not *beasted*; unless he has so many, after he has taken in, when another plays the Game.

XXII.

HE that has ten Cards, may play *Sans-prendre* if he did not deal; but one of the others is to draw a Card out of his Hand at hazard.

XXIII.

HE that has but eight Cards, may play *Sans-prendre* with his eight Cards, if he gives notice.

62 *The Court-Gamester.*

XXIV.

IF one of the Players turns up a Card of the Stock, and looks at it, he cannot play, but the others may.

XXV.

IF he that has a sure Game, and plays *Sans-prendre*, shews his Game without naming his Trump, he may take up the Stake.

XXVI.

HE who names his Trump, without first having asked leave, is obliged to play *Sans-prendre*, let his Game be ever so bad.

XXVII.

IF the youngest Hand names his Trump without asking leave, he is not obliged to play *Sans-prendre*, if the others have passed.

XXVIII.

IF any Cards remain after all have taken in, he who left them may see them; and if he does, the other may.

XXIX.

IF any of the others should look at the Cards left, when he who left them did not, he is *beasted*.

XXX.

HE that in taking in his Cards, should take more than he laid out, is not *beasted*, if he has not looked on them, but he is obliged to put them back.

XXXI.

IF he has mix'd them with the rest of his Cards without seeing them, one of the others shall draw out of his Cards at hazard, as many as he took above his due.

XXXII.

HE who takes less than his Number, may take the rest at any time while the Stock is upon the Table; but if they are all taken in, he must draw as many as he wants from among the Discard.

XXXIII.

HE that has none of the Suit that leads, is not obliged to play a Trump.

XXXIV.

HE that plays out of his Turn, is not *beasted*, but 'tis reckoned bad Play.

XXXV.

IF the *Ombre* sees a Card in either of the other's Hands, he cannot oblige him to

64 *The Court-Gamester.*

play it; no Card is played, 'till it is upon the Board.

XXXVI.

EVERY one has the Liberty of examining another's Trick, to see what is out.

XXXVII.

IF the Pack be false, and it is found out in playing, the Deal goes for nothing.

XXXVIII.

THO the Pack be false, if the Deal be played out, it is good.

XXXIX.

HE that Renounces is *beasted*.

XL.

WHEN any one has renounced, every one is to take back his own Cards, and it is to be play'd over again, provided the Cards are not play'd out.

XLI.

SEVERAL *Beastes* made in one Deal, may be played off the next.

XLII.

WHEN there are several *Beastes* upon the Board, the highest *Beaste* is play'd off first, after the first Stake.

HE

XLIII.

HE that can win four Tricks without calling *Gano*, ought not to call it.

XLIV.

THE *Ombre* is never to call *Gano*.

XLV.

THE *Ombre* ought not to give up, without playing the Cards, let his Game be ever so bad.

XLVI.

WHEN the Players mark differently either for their Stakes, or Passes, all are obliged to mark equal with the highest; and the *Beastes* must be accordingly.

XLVII.

HE that gains a *Vole*, wins twice as much as lies upon the Board, if there be but one *Beaste*.

XLVIII.

IF there are many *Beastes* upon the Board, he takes all, and is to be paid no more.

XLIX.

IF there are a great many *Beastes*, which by Consent, or because they were made in

66 *The Court-Gamester.*

one Deal, are put together, he that wins the *Vole* shall be paid as much more.

L.

THE *Vole* is undertook, if after one has won his five Tricks, he plays down another Card.

LI.

IF he who undertakes the *Vole* does not win it, the two others are to divide betwixt them what lies upon the Board.

LII.

WHEN the *Vole* is undertook, the two that defend it may look in each other's Hands, the better to disappoint it.

LIII.

IF he who undertakes the *Vole* plays *Sans-prendre*, or has *Matadores*; he is to be paid for them if he saves his *Beaste*, tho' he does not win the *Vole*.

LIV.

A *Codille* won, is not mark'd for a *Tour*.

LV.

WHEN a Number of *Tours* is agreed to be play'd, he that will not play to the end, ought to pay all that's lost.

LVI.

LVI.

HE that discards and takes in before his Turn, is Beasted, if what he takes in, is mix'd with his Game.

THUS have I given all the Laws relating to *Ombre*, yet cannot conclude this Article, without transcribing from Mr. POPE's *Rape of the Lock*, the beautiful Description he has given, of the Manner of playing this Game, in the following excellent Lines.

Belinda now, whom Thirst of Fame invites,
Burns to encounter Two advent'rous Knights
At *Ombre*, singly to decide their Doom,
And swells her Breast with Conquests yet to come.
Strait the Three Bands prepare in Arms to join;
Each Band the Number of the sacred Nine.
Soon as she spreads her Hand, th' *Aerial* Guard
Descend, and sit on each important Card:
First *Ariel* perch'd upon a *Matadore*,
Then each, according to the Rank they bore;
For *Sylphs*, yet mindful of their antient Race,
Are, as when Women, wond'rous fond of Place.

BEHOLD

68 *The Court-Gamester*

BEHOLD, four *Kings* in Majesty rever'd,
With hoary Whiskers, and a forky Beard :
And four fair *Queens*, whose Hands sustain a Flower,
Th' expressive Emblem of their softer Pow'r ;
Four *Knaves* in Garb succinct, a trusty Band,
Caps on their Heads, and Halberds in their Hand ;
And party-colour'd Troops, a shining Train,
Draw forth to Combat on the Velvet Plain.

THE skilful Nymph reviews her Force with care,
Let *Spades* be Trumps she said ; and Trumps they were ;

NOW move to War her fable *Matadores* ;
In show like Leaders of the swarthy *Moors*.
Spadillia first, unconquerable Lord !
Led off two Captive Trumps, and swept the Board ;
As many more *Manillia* forc'd to yield,
And march'd a Victor from the verdant Field.
Him *Basto* follow'd, but his Fate more hard,
Gain'd but one Trump, and one *Plebeian* Card.
With his broad Sabre next, a Chief in Years,
The hoary Majesty of *Spades* appears ;
Puts forth one manly Leg, to fight reveal'd ;
The rest, in many-colour'd Robe conceal'd.

The Rebel-*Knave*, who dares his Prince engage,
 Proves the just Victim of his Royal Rage.
 Ev'n mighty *Pam*, that Kings and Queens o'erthrew,
 And mow'd down Armies in the Fights of *Lu*,
 Sad Chance of War! now, destitute of Aid,
 Falls undistinguish'd by the Victor *Spade*.

T H U S far both Armies to *Belinda* yield;
 Now to the Baron, Fate inclines the Field.
 His warlike *Amazon* her Host invades,
 Th' imperial Consort of the Crown of *Spades*.
 The *Club's* black Tyrant first her Victim dy'd.
 Spite of his haughty Mein, and barb'rous Pride!
 What boots the Regal Circle on his Head,
 His Giant Limbs, in State unweildly spread;
 That long behind he trails his pompous Robe,
 And, of all Monarchs, only grasps the Globe.

T H E Baron now his *Diamonds* pours apace;
 Th' embroider'd King who shows but half his Face,
 And his refulgent *Queen*, with Powers combin'd,
 Of broken Troops an easy Conquest find.
Clubs, Diamonds, Hearts, in wild Disorder seen,
 With Throngs promiscuous strew the level Green.

70 *The Court-Gamester.*

THE *Knave of Diamonds* tries his wily Arts,
And wins (O shameful Chance!) the *Queen of Hearts*;
At this, the Blood the Virgin's Cheeks forfook,
A livid Paleness spreads o'er all her Look ;
She sees and trembles at th' approaching Ill,
Just in the Jaws of Ruin, and *Codille*.
And now, (as oft in some distemper'd State)
On one nice Trick depends the gen'ral Fate ;
An *Ace of Hearts* steps forth : The King unseen
Lurk'd in her Hand, and mourn'd his captive *Queen* ;
He springs to Vengeance with an eager Pace,
And falls like Thunder on the prostrate *Ace*.
The Nymph exulting, fills with Shouts the Sky.
The Walls, the Woods, and long Canals † reply.

† Scene, Hampton-Court.





OF THE

Game of PICQUET.



TAKE a Pack of Cards, and throw out all the Duces, Threes, Fours, Fives, and Sixes; and you are to play with the rest, which will amount to thirty two.

OTHERWISE you may buy Packs of *Picquet-Cards* from the Makers, which contain no more than what are used.

AFTER you have settled what you play for, you are to agree how much shall make up; for this is in the Choice of the Gamesters: The common Way of playing it, is a Hundred up; and this seems to be the best Game, because a Repicque generally wins the Game.

THE next thing you are to do, is, to try who is to Deal; for you must observe, that at this Game the Dealer has a great Dis-
advantage †

72 *The Court-Gamester.*

advantage: You are each of you to cut the Cards, he who shews the smallest Card is the Dealer.

A MAN may cut as many, or as few Cards as he pleases, provided it is more than one; but one Card is no Cut.

AND if by Accident it should happen, that in cutting, some of the Cards should drop out of your Hand, and some remain, (which often falls out thro' haste) you must take no Notice of the Cards that fall, but the Cut must be decided by that Card which remains in your Hand with the rest.

IN reckoning up your Point, every Card is reckon'd for as much as it bears; as Ten for Ten, Nine for Nine, and so down to the Seven, which is the lowest, except an Ace, which is always reckon'd for ~~Ten~~ Eleven.

You must observe also, that all Court-Cards are reckon'd for ~~Ten~~.

AND when you come to play the Cards, their Value is in the same Degree; as, the Ace wins the King, the King the Queen, the Queen the Knave, the Knave the Ten, and so down.

WHEN the Deal is decided, the Dealer is to shuffle the Cards, and offer them to the other to be cut.

IF in cutting he should scatter, or any ways displace the Cards, they are to be shuffled and cut again.

IF the Person who does not deal has a mind to shuffle the Cards, he may; but the Dealer is to give them the last Shuffle.

THE Dealer may distribute the Cards, by four, by three, or by two at a time, as he pleases, till he has dealt twelve a-piece; but he must always go through the Deal to the end, with the same Number as he begins.

BUT because this changeable Way of dealing sometimes may give Offence, the Cards are generally dealt at this Game by two and two; and it seems best so.

WHEN the Dealer has done, he is to lay the Stock just in the middle; when they come to examine their Game, if one of them should find that he has not one Court-Card in his Hand, he is to declare that he has *Carte-blanche*: then he is to tell how many Cards he will lay out, and desire the other to discard, that he may shew him his Game.

WHEN the other has discarded, he who has *Carte-blanche*, is to shew his Game upon the Table, that the other may be satisfied it is so; then he is to reckon ten for his *Carte-blanche*, and to discard, in order to play his Game: but he must lay out the same Number of Cards he declared.

THE *Carte-blanche* is the first thing reckoned, and therefore prevents a *Picque* and *Repicque*.

H

WHEN

74 *The Court-Gamester.*

WHEN each has his Number of Cards, that is, twelve, there remain eight, which (as I said before) are to be laid in the middle; then he who is to play first may take five, which is a great Advantage, and leave but three to the Dealer.

BUT he is not obliged to take five, for that is to be at his Choice, or according to the Disposition of his Game; he may take in but two, three, or four, observing to discard just the same Number.

WHEN he takes less than five, he may see the rest of them, and lay them again upon the Stock.

THEN the other may take all that is left, or what Number of them he pleases, observing to discard as many; he may also look on the Cards he leaves, and the other may likewise see them, if he declares first what Card he will lead.

BUT take notice, that he is obliged to lead the Card he names.

AND if by mistake, or otherwise, he should promise to lead a Card of a Suit which he had not in his Hand, he is obliged to play what Card the other shall appoint him.

OBSERVE, that both the Dealer and he that leads, are obliged to discard at least one, let their Games be ever so good.

AFTER both have discarded and taken in, the eldest Hand is to examine what Suit he
he

he has most Cards of ; then he is to reckon how many Points he has in that Suit, and ask the other if so many are good : if the other cannot reckon as many in that, or any other Suit, he tells one for every ten. One Example will make this plain.

I F the eldest Hand has Ace, King, Queen, and Knave of any Suit, he asks, *Are forty one good?* (We told you before that an Ace was counted for eleven, and every Court-Card for ten.) If the other cannot reckon up as many, he is to tell four for them ; so if he had fifty, he is to tell five, if sixty, six, and so on.

BUT suppose thirty five in either Hand should be good, he who has them is to reckon as much as for forty, that is to say, four ; and the same for any Number betwixt thirty five, and forty ; but for any Number less than five, nothing is reckoned : as for forty one, forty two, forty three, or forty four, you reckon but four ; so that by this you see there is as much reckoned for thirty five, as for forty four : the Rule is the same in all Numbers betwixt fifty, sixty, &c.

H E who reckons most in this manner, is said to win the Point ; when the Point is over, each is to examine what Cards he has in his Hand of the same Suit, which are Sequents : these are called, either *Tierces*,

76 *The Court-Gamester.*

Quartes, Quintes, Sixsiemes, Septiemes, or Huitiemes, according to their Number and Value.

THESE Terms may found a little like conjuring, to Persons that don't understand them; but they are only the *French* Terms, which we make use of, because we have not *English* whereby to express the same thing in one Word.

FIRST, a *Tierce* is when three Cards follow one another in Degrees of Value, as Ace, King, Queen; and are worth three: if you add a Knave to these, it is called a *Quarte*, and is worth four; add a Ten, and it is called a *Quinte*; a Nine, and it is called a *Sixsieme*; a Seven, and it is called a *Septieme*; an Eight, and it is called a *Huitieme*.

THE Word *Tierce* is from *Trois*, three; *Quart*, from *Quatre*, four; *Quint*, or *Quinze*, fifteen: tho' by a Corruption of Pronunciation we call it *Kent*; *Sixsieme*, from *Seize*, sixteen; and the Word *Sixsieme*, is the sixteenth; *Septieme*, from *Sept*, seven; *Huitieme*, from *Huit*, eight.

EVERY *Tierce* is worth three Points, the *Quart* four, the *Quintes* fifteen, the *Sixsieme* is worth sixteen, the *Septieme* seventeen; the *Huitieme* eighteen: so that the Signification of the Terms instruct you what these things are worth, when you have them in your Hand.

You must observe, that these *Sequents* of Cards must be of the same Suit, otherwise they are of no Value.

THESE *Tierces*, *Quartes*, *Quintes*, &c. are distinguished in Dignity by the Cards they begin from; as for Example, Ace, King, and Queen are called *Tierce Major*; King, Queen and Knave, are called *Tierce to a King*; so Knave, Ten and Nine, are called *Tierce to a Knave*; so every *Quart*, *Quint*, or *Sixsieme*, that begins from an Ace, is called *Quart*, *Quint*, or *Sixsieme Major*: when they begin from another Card, they are named from that Card.

OBSERVE, that he who has the best *Tierce*, *Quart*, *Quint*, &c. that is, that which takes its Descent from the best Card, tho' he has but one, and the other has many inferiour, the best shall set all the others aside, and render them of no Value.

So if one Person has a *Tierce*, or *Quart Major*, and two or three inferiour ones, the *Tierce Major* shall make all the small ones good.

FOR Example, if one has a *Tierce Major*, and a *Tierce of a Knave*, and another to a Ten in his Hand, and the other has a *Tierce to a Queen*; he who has the *Tierce Major* shall reckon not only that, but the two small ones also, and the *Tierce to a*
Queen

78 *The Court-Gamester.*

Queen in the other Hand is worth nothing.

So a *Quart* in one Hand sets aside a *Tierce* in another; and so of others, the highest renders the lowest good for nothing; and he that has a *Sixsieme* in his Hand that is good, may reckon *Tierces*, or *Quarts*; and if the other has a *Quint* at the same time, it is set aside.

AND so it is of *Septiemes*, *Huitiemes*, &c. when you have one of these good in your Hand, it gives a Value to all the rest.

WHEN these are all told, you are to examine how many Aces, Kings, Queens, Knaves, or Tens, you have in your Hand; but no Number less than three of any of these are good for any thing, but three of any of these are worth three: As for the Nines, Eights and Sevens, you are allowed nothing for them.

OBSERVE, that the Cards are in the same Degree of Value here, is in every other Part of the Game; that is to say, the Aces are best, then the Kings, the Queens, the Knaves, and last of all the Tens.

IF one has in his Hand three Aces, three Knaves, and three Tens, and the other three Kings; he who has the Aces, shall tell all his Threes, and the Kings are good for nothing: thus, among Cards as well as Men, the Great still overcome the Small.

HE

HE that has four Aces, four Kings, four Queens, four Knaves, or four Tens, reckons fourteen for them : And this is called a *Quatorze*, that is, provided they are good.

FOUR Aces must be always good, the rest are good but as it happens; four Tens must be good, if t'other has not four of any thing else.

IF there are four Knaves, or Tens, in one Hand, three Aces or Kings, &c. are not to be told in another Hand.

THUS when you have reckoned all your Game that is to be told in Hand ; he whose Right is to play first, begins to play down: and every Card he plays down, above the Degree of a Nine, he tells one for; but for a Nine, and so downwards, he can reckon nothing; then the highest Card of a Suit always wins the Trick.

IF two Cards of different Suits are play'd, that which leads wins the Trick, tho' the first was but a Seven, and the last an Ace.

IT is not the Person that wins the Trick that always reckons for it, and in some Cases both reckon one for the same Trick; I shall explain this Matter.

IF the Person who leads, plays a tenth Card, he reckons one for it as soon as he plays it down; if the other plays another Card that's higher, he wins it, and also
reckons

80 *The Court-Gamester.*

reckons one; thus they both reckon for the same Trick.

IF the Leader plays an Eight, or Seven, he reckons nothing, and if the Follower should win it with a Nine, he reckons nothing; for as I said before, no Card under a Ten can count at this Game: Nevertheless that Trick serves towards winning of the Cards.

BUT observe, that the Follower, that is, he who plays last, never reckons for his Card unless he wins the Trick.

AND observe too, that there is one Exception to a Rule I laid down before, and that is; that he who wins the last Trick reckons one for it, tho' it be won with a Nine, Eight, or Seven; if it be won with a Ten, or upwards, he reckons two for it.

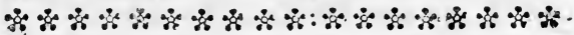
WHEN the Cards are play'd out, each is to count his Tricks; and he that has most, is to reckon Ten for winning the Cards: If they have Tricks alike, neither is to reckon any thing.

WHEN the Deal is finished, each is to mark up what he got by the Deal, and so at the end of every Deal, till the Game is finished.

WHEN the Game is at an end, you are to cut again for the Deal, if you play on; and so every Game you play.

SOME:

SOMETIMES it is agreed to play a certain Number of Games, and to Deal alternatively to the end of those Games.



An Example.

WHEN it happens that both Parties are within a few Points of being up, the *Carte-blanche* is the first thing that reckons.

IF there be no *Carte-blanche*, the Point is the first thing.

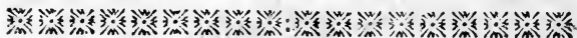
THE second thing is the Sequents, as *Tierces*, *Quarts*, *Quints*, &c. The next to those to be reckoned, are the Threes or *Quatorzes*; as three Aces, or four Knaves, or Tens, Queens or Kings.

As for instance, if both Parties should be ninety five of the Game, and one has in his Hand forty five or fifty for Point, which we will suppose to be good; and the other a *Quint*, or a *Quatorze* of Aces, he who has the Point wins the Game; because, as I said before, it is to be reckoned first, and the rest have the same Preference according to their Ranks, as is already shewn.

IF one be ninety nine of the Game, before he plays down the first Card, he plays it up: if it be a tenth Card, tho' he loses the Trick.

82 *The Court Gamester.*

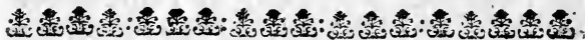
IF the Parties are ninety nine each when they are to play down. the Leader must win the Game, if he plays a tenth Card ; because he tells as soon as he plays down, the other cannot, 'till after the Trick is won.



Of the Repicque.

HE that without playing down, that is, in *Carte-blanche*, *Points*, *Quints*, *Quatorzes*, &c. can reckon up thirty in Hand, when the other has reckoned nothing, reckons ninety for them ; and this is call'd a *Repicque*.

IF he can make up above thirty in Hand, he reckons as much above ninety, as, if he has thirty two, thirty three, or thirty four ; he reckons ninety two, ninety three, ninety four, &c.

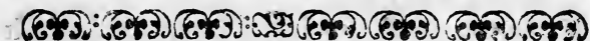


Of the Picque.

HE that can make up Thirty, part in hand, and part by Play, before the other has told any thing, reckons them for sixty ; and this is called a *Picque*.

IT must be observed here, that when he makes his Thirty, if he should by Mistake omit saying Sixty, and reckon only Thirty, and so go on with thirty one, thirty two, and then playing the Cards out so, he should afterwards recollect his Error, and reckon thirty more for the *Picque*; he is not to lose the Benefit of his *Pique*.

BUT is he has marked up his Game, and the Cards are cut and distributing for the Deal following, it is too late to recall, and his Game must stand as it is marked.



Of the Capot.

HE who wins all the Trick, instead of reckoning ten, which is his Right for winning the Cards. reckons forty; and this is called a *Capot*.

I SHOULD have observed before, that whenever the *Points*, the *Tirces*, *Quartes*, or *Quints*, are equal in both Hands, neither is to reckon any thing for them; tho' at other Games an Advantage in this Case is given to the first in Play, or the eldest Hand.

Of the Accidents which happen at this Game, and the Penalties which attend them.

FIRST, if the Dealer by Mistake; or otherwise, should give a Card too many, or to few; it is at the Election of the eldest Hand, either to play the Game, or make him Deal again.

IF the eldest, having thirteen Cards dealt him, resolves to play, (you must observe, there can be but seven Cards in the Stock, if the Dealer has his twelve) in this Case he must lay out five Cards, and take in but four.

IF he plays when he has but eleven Cards dealt, he must lay out a Card less than what he takes in.

AND the Dealer is to do the same, if eleven or thirteen Cards light into his Hand; but 'tis only in the Choice of the eldest to play, or make him Deal again.

IF one should have fifteen, or but nine Cards dealt him, which may happen when the Dealer does not think of what he is doing; in this Case the Cards must be dealt again,

again, and neither have Power to hinder it.

HE that has a *Carte-blanche*, *Point*, *Quints*, or *Quatorzes*, in his Hand, and plays down a Card before he remembers to Name them, loses the Benefit of them; and so he does of every thing that is to be told in Hand, if he does not name them before he plays down.

IF one Party names his *Point*, and the other allows it to be good; if he does not remember to shew it before he plays down a Card, it is good for nothing to him, and he must not reckon it.

So if he should name *Tierces*, *Quarts*, or *Quints*, and not shew them before he plays down, he loses the Advantage of reckoning them.

ON the other Hand, when this happens, the Dealer shall tell his *Points*, *Tierces*, *Quarts*, or *Quints*, &c. tho' they are not so good as the others.

BUT he must likewise shew them before he plays down to the Leader's Card, otherwise he loses the Right of reckoning them, as well as the other.

HE that has *Threes*, or *Quatorzes* of Aces, Kings, Queens, Knaves, or Tens, is not obliged to shew them.

IF one should count a *Three*, or *Quatorze*, which he has not in his Hand, tho' he laid

86 *The Court-Gamester.*

it out by mistake, or otherwise; if the other finds it out at any time before the Cards are cut for the next Deal, he cuts him off from all he reckoned, and he is to count nothing that he got by that Deal.

IF the eldest should count three Aces when he laid out one of them, and the other three Kings, or any thing else; he shall count his three Kings, tho' he does not discover the other's false reckoning till the end of the Deal.

OBSERVE, that tho' he who reckons false, can count nothing by the Deal; yet what he has in his Hand may hinder the other, and save a *Picque*, or a *Repicque*.

As for Example, he who counts three Aces false, and has a *Quint Major* in his Hand; tho' he cannot count for it, it cuts the other off from counting any inferior *Quint*, *Quart*, or *Tierce*.

HE that takes in a Card more than he lays out, incurs the same Penalty, and counts nothing.

BUT he that takes in a Card less than he lays out, may count his Game.

HE that has a Card less than his Number, must play Card for Card with the other, as long as his Cards last.

WHEN one has twelve Cards, and the other but ten; if he who has the twelve Cards, should win ten Tricks successively, then

then he has two Cards left in his Hand, which we'll suppose to be the King of *Spades*, and any small Card of another Suit; the other has but one Card, which we'll suppose to be the Ace of *Spades*: if the first plays his small Card, the other must play the Ace of *Spades* to it. Thus he suffers a *Capot* for want of another Card; and this seems just, because it was his own Fault that he wanted a Card.

WHEN a Card is once play'd out of the Hand, it cannot be taken up again, unless it be in the Case of a *Renounce*; then if by mistake one should throw down a Card of a different Suit when he has one of the same in his Hand, he may take it up again, and play down the other.

IF the Leader should play a King, and the other having the Ace of the same Suit in his Hand, should in surprize play a small Card of the same sort, he cannot recall it, but must be content to lose the Trick.

IF one Person has three Aces in his Hand, and by Negligence should count three Kings instead of his Aces, he counts nothing that Deal.

PROVIDED he does not recollect his Mistake before he plays down his first Card, if he does, in all the aforementioned Cases he saves the Penalty.

88 *The Court-Gamester.*

IF, when the Deal is half play'd out, one of the Parties, expecting to win no more Tricks, should throw up the Cards, and mix them with the rest; if after he repents and would take his Cards up again, he is not allowed: But if they are not mixed with the rest, he may take them up again, and play out the Deal.

WHEN the Cards are play'd out, except two or three on one Side, and one supposing the other's Cards to be better than his, should throw them down; but after finding himself mistaken, he takes his Cards up again, he shall be obliged to play which of the three Cards the other directs him.

IT is not allowed in any case to discard twice: As for Example;

HE who takes in first, lays out four Cards; of consequence he is to take in but four: If by the outside, or any other Means, he should know the fifth to be a good Card, and offer to lay out another in order to take it in, the other must not allow him to do it.

AND the Rule is the same in respect of the Dealer: If he does not take all the Cards that are left him, after he has once discarded and taken in, he can discard no more, tho' he has not looked on the Cards he takes in.

NOR is it allowed before discarding, to look to examine the Cards you are to take in, even on the outside, lest they should be known by their Backs.

HE that takes in first, should always tell how many he leaves, if he does not take in all his five; that the other may discard accordingly.

HE that takes in a Card too many, and perceives it before he looks on them, may turn it back again.

UNLESS he mixes them with the rest of his Game; in which case he loses the whole Profit of that Deal, and reckons nothing, as is observ'd before,

IF one takes the Cards to deal when it is not his turn, and should Deal them all out, and if the other has examin'd his Cards, provided he that Dealt by Mistake has not look'd on his Cards also; he may throw them up to be dealt by the other.

IF the Person who is to speak first, should shew a *Point*, or a *Tierce*, *Quart*, or *Quint*, &c. or a *Three*, or *Quatorze* of any thing, which the other should allow to be good; if after this he should find he was mistaken, and that he has a better of that sort than the Eldest shew'd, he may count it afterwards: And he suffers nothing by this Mistake, provided there be not a Card played down.

90 *The Court-Gamester.*

THE *Carte-blanche*, as we told you before, is always first told, and must be shewed upon the Table, whether it be in the Hands of the Dealer, or of the other.

HE that has nothing in his Hand but the *Carte-blanche*, saves a *Picque*, or a *Repicque*.

IF you should have in your Hand three Aces, three Kings, three Queens, three Knaves, or three Tens, and in discarding lay out one of either of these, you are to count but three: then the other may ask you which Ace, which King, &c. you laid out, and you are obliged to tell him; and if he requires it, you must shew him which you laid out.

IF it should happen that the Pack should be false, (as sometimes there may be two Cards of a sort) when it is found out, that Deal goes for nothing, but if you have play'd several Deals before with the same Pack they are all good.

IF the Pack should be found false the very first Deal you play, you must adjust the Pack, and begin again; but you are not to cut again for Deal, for the first Cutting stands good.

EVERY Gamester is to lay his Discard near himself, which he has the Liberty of looking on as often as he pleases.

HE that cuts the Cards is not to look at the bottom; if he should, forgetting, what he

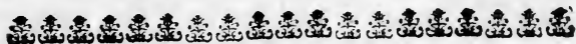
he was about, they must be shuffled and cut again.

WHEN the Cards are cut neatly, that is, without scattering or displacing, and neither have seen the Bottom; if the Dealer by some outward Mark should know it to be a bad Card for him, and should desire the other to cut again, he ought not to consent; and the Case is the same if he that cuts should happen to know it to be a good Card for the Dealer: for the Cards are never to be cut twice, but in the Cases before mention'd.

WHOEVER is found taking a Card in, that he had laid out before, loses the Game.

WHEN, by Mistake, one has taken a Card in more than he had laid out, and to avoid the Penalty, which is, of reckoning nothing that Deal, he should attempt secretly to lay it out again, he is to lose the Game.

THIS Game is always played with Lurches, unless it be first agreed on to the contrary; that is, when the Loser can't make up fifty, before the other wins the Game, he is to pay him double. If they play for a Guinea a Game, he that's lurch'd loses two.



Of the POOL.

THE *Pool* is another way of playing *Picquet*, only invented for Society; it is in every

92 *The Court-Gamester.*

every way played the same with the other Game; but it is a Contrivance to bring in a third. As for Example:

THREE Persons are to cut, he who cuts the highest Card stands out the first Game, for it is held an Advantage to be out first. Then the others are to cut for Deal, as is before directed; if they play for Guineas, they are to lay down a Guinea apiece, which makes three Guineas: then he who loses the first Game lays down a Guinea more, and goes out, and then he who stood out before, sits down. If the first Gamester beats him also, he sweeps the Board, which is called winning the *Pool*: and the Loser must lay another Guinea to it.

BUT if he who won the first Game, loses the second, he pays his Guinea, and makes room for the other: Thus it goes round sometimes, till the *Pool* amounts to a great Sum.

You must observe, the *Pool* is never won, till one Person wins two Games successively.

EVERY Person that loses a Game, lays down a Guinea to the *Pool*.

WHEN any Person is lurch'd at this Play, he lays down one Guinea to the *Pool*, and pays another to him who lurch'd him.

THIS is all that can be said upon the Game of *Picquet*; the Directions are ample enough to instruct any Person in the Game.

As

As to the Art of Playing well in order to win, which consists chiefly in playing the Cards, I think it cannot be demonstrated this way.

IT is a Science that must be acquired by Practice, or by observing those who are very expert in it.



Of the ROYAL GAME of

CHESS:

With Directions how to Play it.

I.



SHOULD first inform the Reader, that this GAME requires Conduct and Attention, and even good Reasoning; so that I believe it is a just Remark, that *A Fool never played it well.*

II.

IT has one thing peculiar to it, and that is, that the Incidents and Turns are so many, and so various, that it will be found both delightful and entertaining, even where People play for nothing; which can hardly be said of any other Game.

III.

84 *The Court-Gamester.*

III.

THE Theatre upon which the Game is acted, is a chequered Board, half Black, and half white, painted like a *Draught-Board*; which may serve for this Use upon Occasion.

IV.

THE Game is performed by two little Armies drawn up in Order of Battle, opposite to each other; each Army is commanded by a King, and several great Officers, tho' when you come to examine them close, *This King is no more than a Piece of Stisk, or Ivory, as are all under his Command.*

V.

THE Officers (including the King) consist of eight principal Persons, who are sized according to their Quality, and have their particular Titles and Qualities.

VI.

THE common sort consists of eight Pioneers, one stands before every Officer; these are called *Pawns*, and are but little of Stature.

VII.

THE King is the first, and whenever he is Lost, the Battle is at an End.

VIII.

THE Queen is next in Degree, who bears her Royal Husband Company in the War; she does not only animate him with her beautiful

ful Aspect, but likewise defend him when in Danger, and attack his Enemies.

IX.

THE two Rooks are next in Degree to the Queen.

X.

THE two Knights are next to them, who do great service generally in the beginning of an Action, and are very furious for some time; but towards the End they are not so serviceable.

XI.

THERE are two Bishops likewise, (for the Army must not be without Chaplains) which are of most service towards the End of an Action: Perhaps the Reader may think it is to assist the dying Men, but we shall give him to understand presently, that they have something else to do.

XII.

THESE in *French* are call'd *les Fous*, that is, *Fools*; but who it was that first translated that Word for Bishops I can't tell.

XIII.

THE next are the *Pawns*; who, tho' they are no more than common Soldiers, yet when they are well commanded, they sometimes perform great Actions.

XIV.

THE Method of Drawing up this little Army; is as follows: The eight principal Figures

96 *The Court-Gamester.*

Figures are to be placed in the lowest Rank of the Board, next to the Gamester, in this manner; First, the *King* upon the fourth Spot from the Corner, which is white; his *Queen* is to be placed upon the black Spot on his right Hand; the two *Bishops* are to stand one next the *King*: the other next the *Queen*; the *Knights* upon the sides of the *Bishops*; and the two *Rocks*, one in each Corner. The *Pawns* are placed just in the Rank before them, to serve as their Rampart: thus the Poor are only made use of to defend the Great.

XV.

THE other Army must be drawn up on the opposite End of the Board in the same manner; and lest they should not be distinguish'd when they come to be mix'd, one Army is always cloath'd in *Black*, the other in *White*.

XVI.

THE *King* is very grave and solemn in his Pace, so that it may be said, he moves with a great deal of Majesty; his March is slow, and he only moves from one Chequer to another forward in a Line, or sideways in a Line, or backward in a Line.

XVII.

IF he meets with any Scout of the Enemy's in his way, he may take him Prisoner, and Place himself where he stood; and when

it

it is his turn to move again, he may go backwards, sideways, or retire.

XVIII.

You must observe, that the Gamesters must move by turns, as they do at *Draughts*.

XIX.

SOME maintain, that the *King* may at his first Motion go over three Chequers at once, either forwards, or sideways, or take an indirect Jump, as the Knight does, which shall be explained hereafter: But the Game is scarce ever play'd so, for these quick Motions don't seem consistent with the Statelines of a King. The most he can do, as it is now play'd, is, to pass over one Chequer the first Motion; but after that, he can only move from Chequer to Chequer, in the manner before described.

XX.

THE *Queen*, according to the Lightness of her Sex, may pass from one end of the Board to the other at one Movement, either in a Line forward, or in a Line sideways, provided the Passage be clear; and if any of the Enemy stand in her way, she may take him Prisoner, and stand in his place. By this you may see the *Queen* is her Royal Consort's best Defence, and is generally most forward to attack the Enemy.

XXI.

THE *Bishop* has a Motion hard to be described upon Paper; it is neither directly
K forward

98 *The Court-Gamester.*

forward, nor altogether side-ways, but betwixt both ; it is an oblique Movement, he may either move from Chequer to Chequer, or run along a whole Row, according as he sees his Advantage to snap an Enemy.

XXII.

ONE *Bishop* stands upon a black Chequer the other upon a white ; he who stands upon the black, moves upon a black Row, and never touches the white ; he that stands upon white, never touches black.

XXIII.

THE *Knight* has but one Way of moving, which is a very odd one ; for he jumps from black to white, and from white to black : In this Motion he jumps over one Chequer, not directly forward, but moves in the form of a Demicircle ; and if one of the Enemy should stand next to him, he can (to shew his Agility) jump over his Head.

XXIV.

AN *Officer*, or a *Pawn* of the Enemy's, may stand next to a *Knight*, or a *Bishop*, without danger ; for these being confin'd to one way of moving, can hurt nothing but what lies directly in that way.

XXV.

THE *Knight* (as is before observed) is of great use in the beginning of the Battle ; for very often he makes a Passage through the Enemy's Army, and forces his way up to the
King

King, whom he attacks, and to whom he gives *Cheque-Mate*; but at the latter end of an *Action*, he has not the same Opportunities of exercising his Valour: therefore the best Play is to employ him at first.

XXVI.

GIVING the *King* *Cheque-Mate*, is putting him in Danger; for it must be observ'd, that whenever the *King's* Person is in danger of being taken by the Enemy, out of Respect to *Royal Majesty*, notice must be given him by saying *Cheque*, that so he may either retire, or cover himself with some of his Men; for when he is taken, his Army is lost, and there is an end of the Game.

XXVII.

IF those that put the Enemy's *King* into this danger, should omit saying *Cheque*; they cannot take him.

XXVIII.

THE Motion of the *Rooks* is in a direct Line every way; they can neither cross the *Chequers*, as the *Bishops* do, nor hop like the *Knights*: they may either move from *Chequer* to *Chequer*, or else as far as the Passage is clear. If any of the Enemy stands in their way, to interrupt their March, they may take him Prisoner, and stand in his Place, as all the others must when they take a Prisoner, till the next Movement. They are placed one at one Corner, and t'other at the

other Corner of the lowest Row, in the same Rank with the other Commanders. Thus they defend the Flanks of the Army, and guard the Quarters of the King and his Officers; but they are seldom put upon Action till after several Skirmishes and Repulses: they generally do more Service than any, except the *Queen*.

XXIX.

THE eight *Pawns* are placed in the Rank before the Commanders, one before each Officer. At their first Movement they may, if it be thought necessary, pass over two Chequers, reckoning that they come from, for one; after that, they can only move from Chequer to Chequer in a direct Line forwards: But if one of the Enemy should stand next to one of them in an oblique manner, they may take him. And if, with the hazard of his Life, any of them should make his way up to the first Rank of the Enemy, he is immediately preferred, and made an Officer, and the *King* may prefer him to the Post of any Officer he has lost. If the *Queen* herself had been taken Prisoner, she must be exchange'd for this *Pawn*.

XXX.

As to the Method of playing your Men at *Chefs*, it is impossible to give a Direction; for that depends upon Fancy, or a Man's particular Design at Play: and the Occurrences

rences that happen, and various Disposition of the Enemy, will often force you to change your Measures.

XXXI.

THE great Error of those that are not very perfect in this Game, is, That they are apt to play too open at the beginning of the Game, as if they apprehended no Danger while the Enemy's Army is at a distance: But they should remember, that the *Queen*, a *Bishop*, and a *Rook*, can take a Prisoner from one end of the Bord to the other, if he lies uncovered.

XXXII.

AFTER some Movements, you will find it impossible to proceed without exposing your Men or Officers; therefore your good Players will give up an inferiour Officer, to take a superiour from the Enemy. For Example, you should play your *Knight* just in the Jaws of a *Rook*, provided you had placed another Officer in Ambuscade to surprize him.

XXXIII.

YOUR best Players always endeavour to get behind the Enemy, in order to attack the *King*, and give him *Cheque-Mate*; that so by this means they may either take him, or block him up, and so win the Game.

XXXIV.

THERE are two Ways of Chequering the *King*: The first is a simple *Cheque*, when the

K 3

King

King can either retire out of danger, or cover himself with an inferiour Man, or take that Man that cheques him.

XXXV.

THE second is, when the King is so besieged and overpowered, that he can neither move, nor defend himself, nor cover himself with another: This is called *Cheque-Mate*. In this Case the Game is lost.

XXXVI.

THIS is all that can be said towards teaching the Game at *Chess*; and you may see by this, that it requires Reason and good Conduct. It is an old Remark, That whoever is a good Player at *Chess*, cannot but make a good General of an Army, wherein there is room for an infinite number of fine Stratagems and Turns. It is very different from most other Games, which are tiresome and fatiguing, unless the Lucre of what you play for draws your Intention. This may be an Entertainment for Men of Sense, who without running the hazard of those unhappy Events, which sometimes attend high Play, may find an agreeable Amusement, without Danger or Expence.

F I N I S.

2/14
15





1000

OCT 17 1962

